

In the Claims

Please amend the following claims:

1. (ONCE AMENDED) An apparatus for playing a game comprising:
 - a planar rigid board having a front face, a rear face, and a rectangular configuration;
 - the front face having a playing surface subdivided into a plurality of adjacent spaces defining a track containing a start and finish point;
 - the track, in its progression from start to finish intersects with a plurality of locations where circular questions disks may be placed;
 - a set of playing markers [each player marker to be used by a player] for moving about the track;
 - [distributing to each player a playing marker;]
 - means of generating a random number to move a playing marker;
 - a set of question disks that provide for the insertion of additional adjacent spaces where the adjacent spaces written on one face of the question disk create circular areas with the appearance of zones radially extending around the center;
 - arranging question disks to cover all locations where question disks may be placed; and
 - [players] playing markers move around the game board track[;]according to the agreed game play.
 - [every time a players lands on a question square, the player has to answer the question by announcing aloud the answer in the target language.]

2. (ONCE AMENDED) The [method of] apparatus for playing a game as defined [define] in

claim 1 wherein the means of generating a random number to move a playing marker is at least one die.

3. (ONCE AMENDED) The [method of] apparatus for playing a game as define in claim 1 wherein means of generating a random number to move a playing marker is a spinner.

4. (ONCE AMENDED) The apparatus for playing a game as define in any one of claims 1-2, in which [wherein] the track, in its progression from start to finish, intersects with a plurality of locations where the adjacent spaces are arranged in such a manner to create circular areas with the appearance of zones radially extending around the center.

4. (CANCELLED) The apparatus of any one of claims 1-3 in which [wherein] the rectangular configuration is a square.

5. (ONCE AMENDED) The apparatus of [any one of claims 1-4 wherein] claim 1 wherein;
the planar rigid board having on its front face a spinner attached;
the spinner having a circular spinning arrow rotating about a plurality of locations where the adjacent spaces are arranged in such a manner to create circular areas with the appearance of zones radially extending around the center that the spinner, once spun may stop and clearly indicate which space is selected; and
the track, in its progression from start to finish contains any number of spaces that, when reached by a [player] playing marker, [require the player] to spin a spinner and follow the instructions located on the space selected by the spinner as a result of the [player] spin.

6. (ONCE AMENDED) A method for playing a game comprising the steps of:

- providing a playing surface having a plurality of adjacent spaces;
- a set of playing markers;
- a means of generating a random number to move a playing marker;
- [one or more players competing;]
- each of said [players] playing markers in turn, having moved one set of playing markers about the playing surface, following an instruction contained either [on the game board where the player's marker resided,] on a game card or from the result of a spinner;
- arranging question disks to cover all locations where question disks may be placed;
- [players] playing markers move around the game board track;
- every time a [player] playing marker lands on a question square, [the player has to answer the] a question is presented; and
- depending on [the] skill level [of player] a specific type of answer must be given by announcing aloud the answer in the target language by:
 - describing the meaning of a picture into the target language
 - translating the meaning of a word or picture from a native language into the target language;
 - making a question utilizing a provided sentence structure;
 - utilize a specific phrase with a picture card or any picture;
 - translating a set phrase into a target language;
 - making a suitable sentence in which to use a word determined by the space; or
 - providing examples of words contained in the word.

7. (ONCE AMENDED) The method of playing a game as define in claim 6 wherein the questions squares may be defined as challenge squares which require [players to give] a variety of answers based on [their] skill level.

8. (ONCE AMENDED) The method of playing a game as [define] defined in any one of claims 6-7 wherein the questions squares may be defined as expression squares which [require players to translate the meaning from their] require translation from a native language into [the] a target language or from the target language to the first [their] native language.

9. (ONCE AMENDED) The method of playing a game [as define in any one of claims 6-8 wherein] as defined in claim 6, in which the questions squares [may be] are [defined as] phrase specific squares which require [players to make a question] utilizing a provided sentence structure or [utilize a] specific phrase with a picture card or any picture.

10. (ONCE AMENDED) The method of playing a game [as define in any one of claims 6-9 wherein] as defined in claim 6, in which the questions squares may be defined as survival squares which require [players to translate] translating a set phrase into a target language.

11. (ONCE AMENDED) The method of playing a game [as define in any one of claims 6-10 wherein] as defined in claim 6, in which the questions squares [may be defined as talk about squares which] require [players to think of] a suitable sentence in which to use a word determined by the space.

12. (ONCE AMENDED) The [method of] apparatus for playing a game [as define in any one of claims 6-11 wherein] as defined in claim 3, wherein;

the playing surface has a spinner attached;

 said spinner having a circular spinning arrow rotating about a plurality of locations where the adjacent spaces are arranged in such a manner to create circular areas with the appearance of zones radially extending around the center that the spinner, once spun may stop and clearly indicate which space is selected[;].

 [a player, in their progression from start to finish contains when landing on a particular space, is require to spin a spinner and follow the instructions located on the space selected by the spinner as a result of the player spin.]

13. (CANCELLED) The method of playing a game as define in any one of claims 6-12 wherein the means of generating a random number to move a playing marker is at least one die.

14. (CANCELLED) The method of playing a game as define in any one of claims 6-13 wherein means of generating a random number to move a playing marker is a spinner.

15. (ONCE AMENDED) The method of playing a game of claim 6 [as define in any one of claims 6-13] wherein [and combination of] picture cards, challenge spaces, expression spaces, phrase specific spaces, survival spaces, and talk about spaces are used to define the game board spaces.

16. (ONCE AMENDED) The method of playing a game of claim 6 [as define in any one of claims 6-15] wherein the winner of the game is the first [player] playing marker to advance the full incremental distance from start to finish, to return to the start, to reach a predetermined point on the progression of the game track or obtain a predetermined goal.

17. (ONCE AMENDED) [An apparatus and] A game play methodology for playing a game comprising the steps of:

[a planar rigid board having a front face, a rear face, and a rectangular configuration; the front face having a playing surface subdivided into a plurality of adjacent spaces defining a track containing a start and finish point;

the track, in its progression from start to finish intersects with a plurality of locations where circular questions disks may be placed;

a set of playing markers each player marker to be used by a player for moving about the track;]

distributing to each player a playing marker;

[means of] generating a random number to move a playing marker;

a set of question disks that provide for the insertion of additional adjacent spaces where the [adjacent spaces written on one face of the question disk create circular areas with the appearance of zones radially extending around the center;]

arranging question disks to cover all locations where question disks may be placed;

[players] playing markers move around the game board track;

each of said [players] playing markers in turn, having moved [one set of playing markers] about the playing surface, following an instruction contained either [on the game board where the

[player's] paying marker resided,] on a game card, or from the result of a spinner; arranging question disks to cover all locations where question disks may be placed; [players] playing markers move around the game board track; every time a [player] playing marker lands on a question square, [the player has to answer the question] a question must be answered; depending on [the] skill level [of player] a specific type of answer must be given; every time a [player] playing marker lands on a question square, [the player has to answer the question] a question must be answered by announcing aloud the answer in the target language; [said planar rigid board having on its front face a spinner attached;] said spinner having a circular spinning arrow rotating about a plurality of locations where the adjacent spaces are arranged in such a manner to create circular areas with the appearance of zones radially extending around the center that the spinner, once spun may stop and clearly indicate which space is selected; and the track, in its progression from start to finish contains any number of spaces that, when reached by a [player] playing marker, require the player to spin a spinner and follow the instructions located on the space selected by the spinner as a result of a [the player] spin..

18. (Cancelled) The [apparatus] method for playing a game as [define] defined in claim 17 wherein the track, in its progression from start to finish, intersects with a plurality of locations where the adjacent spaces are arranged in such a manner to create circular areas with the appearance of zones radially extending around the center.

19. (ONCE AMENDED) The method of playing a game as [define] defined in [any one of claims 17-18] claim 17 wherein the questions squares may be defined as any combination of; challenge squares that require players to give a variety of answers based on their skill level;

expression squares [that] require [players to translate] translating the meaning from [their] a native language into the target language;

phrase specific squares that require [players to make] making a question utilizing a provided sentence structure or utilize a specific phrase with a picture card or any picture;

survival squares that require [players to translate] translating a set phrase into a target language;

talk about squares that require [players to think of] a suitable sentence in which to use a word determined by the space.

20. (ONCE AMENDED) The method of game play as [define] defined in any one of claims 17-19 in which [wherein];

the winner of the game is the first [player] playing marker to advance [their game marker] the full incremental distance from start to finish, to return to the start, to reach a predetermined point on the progression of the game track, or obtain a predetermined goal; and

if a correct answer is given the [player] playing marker may roll again and continue [their] its progression along said playing surface to a finish.